Hobbit Tales™

From the Green Dragon™ Inn

A story telling card game by Marco Maggi and Francesco Nepitello

The One Ring

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A game for 2 to 5 Hobbits by Marco Maggi & Francesco Nepitello

The players are Hobbits telling tales in front of a mug of beer at the ***Green Dragon Inn*** (or at the ***Ivy Bush***, or the ***Golden Perch***...). Elves, woods and mountains, Orcs and Goblins, populate their colourful stories...

Introduction

In Hobbit Tales, each player in turn improvises a story using a hand of Adventure cards. The other players contribute to the storytelling as they try to hinder the narrator using a hand of Hazard cards.

In the course of the game, players gain Cheers tokens as a reward for telling their story, and possibly as a consequence of playing Hazard cards. Cheers tokens are worth victory points.

When each player has told one story, the game is over, and scores are calculated.

Components

1 board, 75 Adventure cards, 40 Hazard cards, 5 coasters, 40 Cheers tokens and 1 *The One Ring* Feat die (d12)

The Board

The board features 5 card-sized boxes. Players play Adventure cards on the boxes starting from the board's left end, towards its right end.

When the last empty box on the board has been filled with an Adventure card, the narrator in turn has reached the end of his tale.

Adventure Cards

Adventure cards are the main tools that a narrator uses to build a story. Each card is characterised by the following elements: a **title** (a), a **quote** from a Tolkien story (b), one or two **Terrain icons** (c), possibly one or two **Special icons** (d), and especially a wonderful illustration (e).

(The icons on the bottom right of each Adventure card are used only in conjunction with the journey rules for The One Ring - see the chapter at the end of this booklet).

While the title, illustration and quote on each card can be used by the narrator as a source of inspiration, its Terrain icons (c) are used by the other players to play Hazard cards.

There are five different icons:

Special icons (d) when present, a special occurrence, like the drawing of additional cards (**SPADES**), or the automatic success of a Hazard episode (**EYE**).

Hazard Cards
Hazard cards represent potential danger, a fundamental ingredient of all good stories set in Middle-earth. Each card feature a **title** (a), a set of two **Terrain icons** (b), and a **Threat rating** (c). Successfully playing a Hazard card lets a player introduce a new danger into the narrator's story.

Cheers Tokens and Coasters
Cheers tokens are counters that are drawn by players from an opaque container. Each token has a numerical value, ranging from 1 to 3. Players draw Cheers tokens at the end of their turn as narrators, and as the result of Hazard resolution. Players keep the value of their Cheers tokens hidden from the other players at all time.

The Feat Die
The twelve-sided die (identical to the one used in games of *The One Ring* roleplaying game) is used to determine whether a played Hazard card has an effect on the narration or not.

Preparations
The board is placed in the middle of the playing area. Players keep their coasters at hand. The two decks of cards (the Adventure deck and the Hazard deck) are shuffled. All Cheers tokens are placed inside an opaque container (a cup, or a pouch).

One player is chosen as the first **narrator**; the other players act as **Hazard players** for the round.

When the current narrator finishes telling a story, the role of the players changes and a new round starts: the player to the left of the narrator becomes the new narrator, and the other players are the new Hazard players.

Start of a Round
At the start of a round, the designated narrator draws **four cards** from the Adventure deck (his hand of cards). All the other players (Hazard players) draw a number of cards from the Hazard deck based on the total number of Hazard Players:

1 Hazard player = 6 Hazard cards
2 Hazard players = 3 Hazard cards
3-4* Hazard players = Hazard 2 cards

**With four Hazard players, draw 2 cards each, and the narrator draws an additional card from the Adventure deck.*

Then, the narrator draws **two more** cards from the Adventure deck and inspects them. He selects one card to play immediately as his *opening*, and plays the other as the *epilogue* of the story about to be told:

Opening: One card is played face up on the first box to the left the board, and will be used to start the narration.

Epilogue: The other card is played face down to the right of the board, next to its last box. It will be revealed only when the narrator reaches the end of his tale, to represent the conclusion of the story.

Round Sequence

Every turn is structured as follows:

The narrator begins telling his story, using the Adventure card he chose as his *opening*. As soon as the narration entitles him to do so, he plays an Adventure card from his hand, to lay on the first empty box of the board.

Now, the Hazard players in clockwise order check if they can play a Hazard card from their hand and thus intervene in the narration. As soon as the effects of any Hazard card have been resolved (or if no Hazard cards were played) the narrator resumes his storytelling.

The narrator will continue to play Adventure cards from his hand whenever able to. Every time that the narrator plays an Adventure card on the board, the Hazard players can check their hand of Hazard cards to see if they are allowed to play a card or not.

As soon as an Adventure card is played on the last empty box on the board (or a story is brought to a premature ending - see *Improvisation* below) the narrator reveals the card played as the epilogue, and the story is wrapped up.

The Role of the Narrator

The aim of the narrator is to play a number of Adventure cards to create a tale. Adventure cards are played face up one at a time, on the board, starting from the first empty box to the left of the board, creating a line. Normally, the narrator needs to play four Adventure cards on the board to complete a story.

To be allowed to play an Adventure card, the narrator must integrate in his storytelling one or more elements depicted on the card itself (taking cue from its illustration, title or quote). Players are free to interpret the elements on each Adventure card in any way they see fit, but a certain level of narrative coherence must be maintained.

Storytelling Etiquette

A card may be played when the narration enables its elements to be included naturally in the tale. It is a good rule of thumb to consider that a card's subject should be central in the narration, and possibly constitute a single episode by itself. Narrators cannot simply mention a feature of a card to be allowed to play it.

Full Story Arcs

To be considered complete, a tale should feature a full story arc: it should have a beginning and a definite end. Narrators should keep this in mind when playing their cards; a certain level of 'rewriting' is allowed - that is, a narrator can briefly recap the story to accommodate a new element.

The Hazard Players

The aim of the Hazard players is to hinder the role of the narrator. They do so by playing cards representing hostile creatures and unexpected dangers.

Every time that the narrator plays a new Adventure card on the board, one Hazard player is given the option to play one Hazard card from his hand.

If more than one Hazard player wants to play a card, the player to the left of the narrator takes precedence.

If this first Hazard player cannot play a card, the chance to play it passes to the next Hazard player (and so on, proceeding in clockwise order).

If all Hazard players do not play a Hazard card, the narrator proceeds with his storytelling.

When a Hazard Card can be Played

A Hazard card is considered playable when both **Terrain icons** featured on the Hazard card appear among the Terrain icons depicted on the two last Adventure cards played on the board (including the *opening* chosen at the start of the game).

*For example, the last two Adventure cards played were 'A Short Rest' (**WILDS**, **RUNES**) and 'Impassable Marshes' (**CAVES**, **CAVES**). To be playable, a Hazard card would have to feature either **WILDS** and **RUNES** ('Sorcery' or*

*'Murderous Rogues' for example), or **WILDS** and **CAVES** ('Great Wild Wolf'), or **RUNES** and **CAVES** ('Orc Chieftain'), or finally two **CAVES** icons ('Wild Wolves').*

When a Hazard player plays a card, he should provide a brief introduction to justify the unexpected event ("Wasn't it then that the Two-Headed Troll sniffed you and attacked?"). Then, he proceeds to resolve its effects (see *Hazard Resolution* below).

Rapping the Table
To speed up play, when a Hazard player cannot play a card, he may signal this by gently rapping the table. If all Hazard players do so, the narrator can resume his storytelling.

Hazard Resolution

All Hazard cards have a numerical value known as their T**hreat rating.** For example, the **Great Orc** card has a Threat rating of 5.

To resolve a Hazard, the player who played the Hazard card rolls the Feat die once:

If the die roll matches or exceeds the Threat rating, or is a 👁, the **roll is successful** and the Hazard card effect is applied.

If the die result is lower then the Threat rating, or is a 🗡, the **roll failed** and the Hazard didn't happen and is ignored.

As soon as the effects of a Hazard card have been applied, the narrator resumes his storytelling.

Successful roll
When a Hazard roll is successful, the last Adventure card and the played Hazard card are set aside (the Adventure card won't be used for scoring and the box it occupied is left empty).

Additionally, **the Hazard player draws a Cheers token**. If the result was a 👁, the Hazard player draws **two Cheers tokens** instead: he inspects them, then keeps one and discards the other (putting it back into the container).

The player who played the Hazard card should now provide a short narration to integrate the episode into the storytelling.

Hazard players should keep in mind that the aim of their narration is to provide a diversion, not to block or otherwise cause unnecessary difficulties to the narrator - the integration should be entertaining and short!

Failed roll
If the Hazard roll didn't succeed, nothing happens, and the narrator may simply ignore the Hazard card or is free to describe how the danger was overcome.

If the Hazard roll produced a 🗡, then **the narrator draws a Cheers token.** Additionally, the narrator resumes his narration immediately and no rerolls are allowed (see the *Hazard Reroll* optional rule below).

Hazard Reroll (Optional Rule)

When a player plays a Hazard card but fails the roll, another player may **discard a Hazard card** from his hand to roll the Feat die again once.To allow for a reroll, the **colour of the title** of the discarded Hazard card must match the colour of that of the Hazard card originally played.

Hazard cards with underlined titles work as wild cards in this regard, and can always be discarded to get a reroll.

For example, Marco played a 'Goblin Patrol' but failed the die roll. Jon discards 'Great Orc', a card with the title matching the colour of 'Goblin Patrol' - Jon is entitled to a Hazard reroll.

If the new roll is successful, then the player who triggered it applies all the affects normally associated with the Hazard roll.

Only one Hazard player may discard a card to get a reroll. If more than one player wants to discard a Hazard card, the right to discard it is given first to the player to the left of the one who originally played the first Hazard card (then proceeding in clockwise order).

The Special Icons

A number of Adventure cards feature **Special icons** in their bottom left corner. These icons may take the form of a single **EYE**, or one or two **Spade** icons.

When an Adventure card featuring a Special icon is played on the table apply the following special effects:

SPADE: The first player to the left of the narrator draws a card from the Hazard deck and adds it to his hand.

TWO SPADES: As above in a two-player game. If there are more than two players, then all Hazard players draw a card from the Hazard deck and add it to their respective hands.

EYE: Should a player play a Hazard card, he does not have to roll the Feat die to apply it: the roll is considered to have been successful, and to have scored a EYE result (see *Hazard Resolution* above).

For example, Dominic just played 'Forest Stream' on the board, an Adventure card featuring a single SPADE icon. Marco, who sits to the left of Dominic, gets to immediately draw a Hazard card.

Improvisation

A narrator may find himself without cards in his hand before he has played four Adventure cards on the board.

When this happens, he may continue his narration by drawing one card from the Adventure deck and applying the following:

The Adventure card drawn is played directly on the next empty box of the track. The narrator must immediately include the card in his narrative.

Following the normal rules, the other players may now see if they can play Hazard cards. If all the Hazard players are left without cards, each player draws one Hazard card.

A narrator can keep improvising (and drawing Adventure cards) until one of the two following things happen:

The narrator plays a card on the last box on the board (he completes the story), OR

One of the other players successfully adds a Hazard card to the narration. In this case, the story is over and must be concluded with a premature ending (see *End of a Story*).

End of a Story

A story reaches its conclusion as the narrator fills all the boxes on the board with Adventure cards, or he is left with no cards in his hand and fails to improvise.

A Full Ending is Reached

If the narrator successfully lays the last Adventure card on the board, the tale is over:

The narrator proceeds to reveal the Adventure card he played as his epilogue, and narrates the conclusion of the story (without the possibility of Hazard players interrupting him.)

All players now discard all cards left in their hands. Play resumes with the role of the narrator being given to the player to the left of the previous narrator, until every player has told one story.

Premature Ending

If the narrator cannot fill all the boxes on the board (he improvised but was interrupted by a successful Hazard card), he must end his tale on a negative note. As when a regular ending is reached, the narrator reveals the Adventure card he played as his epilogue, and narrates how the story went badly in some way: an objective wasn't reached, expectations were left unfulfilled, etc.

Story Reward

At the end of his narration, the narrator draws a number of Cheers tokens equal to the number of cards he played on the board (thus not including the cards that were set aside by Hazards). If the narrator reached a full ending (see above) he draws an additional Cheers token (corresponding to the card played as epilogue).

Drawing Cheers Tokens

Players draw Cheers tokens when they reach the conclusion of a story as narrators, and during the resolution of Hazard cards, based on the result of the Feat die roll (as explained under *Hazard Resolution*).

When a player draws one or more Cheers tokens, he must immediately decide whether he wants to store them all, or if he wants to use some to *buy rounds of beers*:

- Players store their tokens by placing them under their coaster;
- Players buy rounds of beers by placing one or more tokens on top of their coaster instead (face down).

At the end of a game, all players will score points based on the tokens they stored under their coaster, and will possibly gain a final bonus based on the tokens placed on top of it.

End of the Game

When all players have told one story as narrators, the game ends.

All players reveal the Cheers tokens they stored under their coasters and calculate their basic scores by adding up the values of the four highest value tokens. This is their basic score for the game.

For example, Jon has stored five Cheers tokens under his coaster: a token with a value of 3, two with value 2, and two with value 1. Jon adds up the four highest scoring tokens for a basic score of 8 points (3 + 2 + 2 + 1).

Then, all players reveal all tokens placed on top of the coasters (rounds of beers). Each player adds up the values of his three highest value tokens and the totals are compared between players: the player scoring the most gains a bonus of 4 points and adds it to his basic score.

If two or more players are tied for the bonus, no one gets it.

For example, Jon had four Cheers tokens on top of his coaster: a 3, a 2 and two 1s. Adding up the values of the three highest value tokens Jon gets a total of 6 (3 + 2 + 1). Jon compares this total to the other players: Marco totals 5, and Robert 3 - Jon is awarded the bonus. He adds 4 points to his basic score of 8, for a total of 12 points.

The player with the highest final score is declared the winner. Break any ties in turn order, awarding the victory to the tying player who narrated first.

Awarding the Better Story

In games with more than two players, or when playing in presence of an audience, it is possible to give a reward to the player who is considered to have told the most entertaining story.

When scores are calculated, the player with the highest score is not declared the winner yet, and the two players with the highest totals compete for the title instead.

For example, at the end of the game Jon and Marco have the two highest scores in the game, with Jon at 12 points and Marco at 14. They will compete for the title of winner.

The remaining players and any bystanders now confer and decide who in their opinion was the best narrator. Their judgement is based on whatever principle they decide to apply, be it personal taste, fun, adherence to canon, originality, etc. When they have made up their mind they choose one of the competing players. The chosen player gets to draw two additional Cheers tokens to add to his own score. Now the player with the highest final score is declared the winner (in case of a tie, the victory goes to the player considered the best narrator).

Jon is judged to have been the best narrator and thus is allowed to draw two additional Cheers tokens: a 2 and a 1. Jon's final score is now 15 (12 + 2 + 1), beating Marco's 14. Jon is the winner!

Extended Example of Play

Robert, Marco and Francesco are playing a game. The first narrator is chosen by lot: it will be Marco. Robert and Francesco will be the Hazard players for the round.

Robert sits to the left of Marco, and Francesco to the right. The two decks of cards are shuffled separately, and all Cheers tokens are placed in an opaque container.

All players place their coaster in front of them - they will place their Cheers tokens there when they will get them. Marco draws four cards from the deck of Adventure cards. The cards drawn are:
BOATS, FOREST STREAM, GUARDED HOARD, NASTY WEATHER

Robert and Francesco each draw three cards from the Hazard deck. Robert draws:
WILD FIRE, SORCERY, GOBLIN TRAP

Francesco draws:
ORC CHIEFTAIN, NAMELESS HORROR, CAVE-TROLL

Then, Marco draws two additional Adventure cards, to play one as the opening of his story, and the other one as the possible epilogue. The two cards are:
MANY MEETINGS, FORSAKEN INN

Marco chooses MANY MEETINGS as his opening, and places the card face up on the first box of the board. He then places FORSAKEN INN face down next to the right side of the board.

It is time to start narrating. Marco begins, in his best Hobbit voice:

"As you all know, we Hobbits of the Strongknuckles family hold *a number of family meetings* at Yuletide... We get together at the largest hobbit-hole, that of my uncle Barnabas, and enjoy the company of our sons, daughters, nephews and nieces, while smoking a good pipe or two..."

Here Marco is referencing the MANY MEETINGS card, his chosen opening.

"At the end of one of those parties, I was returning home, tapping a merry tune on the road using my walking stick. Suddenly, it started to rain." "Now, I can endure some water as any Hobbit, even if I certainly prefer a good ale... but in a few moments it was raining cats and dogs!"

Marco plays the NASTY WEATHER card on the first available box.

Francesco and Robert are now allowed to play Hazard cards (two Adventure cards are on the table) so they look at what they have in their hand. Robert is given the opportunity to play a Hazard card first, as he sits to the left of the narrator.

The two Adventure cards on the board show a total of one RUNES icon, one WOODS, one WILDS and one CAVES icons.

Robert cannot play his WILD FIRE cards, as it requires a EVIL EYE icon to play, but he can play his SORCERY card, as it requires a RUNES and a WILDS icon, and both are present on the board.

So, Robert lays the SORCERY card in front of him, asking:

"Was it that night when you started to feel dizzy and wandered in the Old Forest?"

Robert rolls the Feat die - the SORCERY card has a Threat rating of 5. The roll is a 7! A success! The Adventure card that was played last (NASTY WEATHER) is set aside, together with the SORCERY card, to indicate that it won't be used for scoring.

Robert now gets to narrate the effect of the Hazard card:

"Oh yes, I remember that night quite well! You were so drunk you didn't realise you were under an evil spell and lost your way in the woods!"

Robert concludes his intervention by drawing a Cheers token from the container (his Hazard roll was successful). He looks at it: its numerical value is 2 - Robert chooses to score it by placing it under his coaster.

The narrator may now continue. Marco cannot ignore what Robert has added to the story:

"Indeed it was that night! I wanted to forget that feeling... I shudder at the thought! I don't remember how long I walked, but I am sure that whoever put that wicked spell would have had me if I didn't fall headlong into a forest stream! Its freezing waters snapped me free from the enchantment!"

Marco plays FOREST STREAM on the board.

FOREST STREAM features a Special icon - a Spade: this means that the player to the left of the narrator (Robert) gets to draw a Hazard card. Robert complies, and draws WILD WOLVES.

Then, Robert and Francesco look at their Hazard cards to see if they can play something, but to no avail: the cards in their possession show combinations of Terrain icons that are not available right now. Marco is free to continue his tale.

"It is a great fortune that I have some Brandybuck blood in me, from the part of my great grandfather... As soon as I fell into the water, I started swimming. Any of you in my place would have drowned instantly! Well, I think I followed the current for at least one mile, until I spied some feeble light in the dark... A boat was coming my way, a lamp suspended from its prow!"

Marco now plays BOATS, hoping that Francesco and Robert have nothing to play against him.

The available icons are one RUNES and one WILDS icon - those on the last two Adventure cards on the board. No one can match those, and the story continues.

"You think it was Elves maybe, or one of those nosy strangers, the Rangers? No, it was one of the Big Folk, one I never encountered before. He was old and gaunt, and probably deaf and a little blind, as he didn't notice me, as I cling to the side of his boat! I was too tired to cry for help, and just remained still, as the boat continued on. After a while, the old man brought the boat to a shingly shore, and climbed slowly down to enter a cave opening. He was bent, as if carrying something heavy: then I saw it! He was carrying a wooden chest!"

Marco plays his last card, GUARDED HOARD, and waits a moment to see if Robert and Francesco can play any hazards.

Now, the available icons are two WILDS and one CAVES. Robert cannot play anything, but Francesco can play his CAVE-TROLL as it requires a CAVES and a WILDS icon.

Francesco plays the CAVE-TROLL card asking:

"And that was when the Cave-troll came out of the cave to smash you both?"

Francesco rolls the Feat die - the CAVE-TROLL card has a Threat rating of 5. The roll is a 4! A failure! Marco is free to ignore the card:

"You shouldn't keep drinking that nasty liquor that your aunt distills! Of course it wasn't that night!"

The narrator now has just one box to fill before reaching the epilogue. Since Marco has no cards left in his hand he must improvise: he draws the first card from the Adventure deck and puts it on the last box of the board. The card is UNEXPECTED GUESTS...

Marco briefly ponders, then proceeds to include it in the narrative:

"So, as I was saying, the old man was entering the cave, carrying his chest with him. I naturally wanted to see where he was going, and what was in the chest! So I dragged myself on the shore and followed him."

"Nothing in the world could prepare me for what I saw! There in the cold cave in the Old Forest a whole bunch of old ghosts were sitting in front of a chest filled with gold! They sat with hungry eyes, clawing at the intangible treasure."

Robert and Francesco consider the narrative to have successfully integrated the improvised UNEXPECTED GUEST card, and check if they can play Hazards before the story is over.

The available icons are now CAVES, WILDS, WOODS and RUNES. Robert checks his hand, and sees that he can play GOBLIN TRAP, as it needs a WILDS and a WOODS icons.

Robert lays the GOBLIN TRAP down, asking:

"Thay say that down in the caves under the Old Forest it's not ghosts you have to fear, but the blades of Goblins and Orcs!"

Robert rolls the Feat die - an 8! Since the GOBLIN TRAP card has a Threat rating of 6 the roll is a success!

The UNEXPECTED GUEST card played by Marco is cancelled and will not count for his scoring, and Robert draws another Cheers token (another 2, he scores it too under his coaster).

Robert now gets to narrate the effect of the Hazard card:

"You were still frozen with terror when the Goblins grabbed you in their filthy paws, and brought you deep underground. You will never see the light of day again! - they yelled!"

Since Marco was interrupted while improvising, he must now bring his story to a close with a premature ending.

He reveals his *epilogue* card - FORSAKEN INN - and proceeds to wrap up the storytelling.

"What an unfortunate night! I spent many long days and nights in the tunnels of the Goblins. I count myself lucky they didn't eat me, but dropped me somewhere in the dark instead. When I finally emerged from their dungeons I was starving, and wandered aimlessly until I reached the Forsaken Inn."

Marco's turn as the narrator is over. He hasn't brought the tale to its complete ending, so Marco cannot include the epilogue card in his scoring.

Counting the Adventure cards on the board that were not cancelled by Hazards, Marco is entitled to draw four Cheers tokens - he will then choose whether to score them all, or use some to buy rounds of beers and compete for the additional bonus at the end of the game.

Using Hobbit Tales with the One Ring RPG

Optional rules for journeys

Playing The One Ring, an imaginative Loremaster may put the cards of Hobbit Tales to several good uses. Their evocative images may be shown to players during a game to help them better visualize a situation, or a number of Adventure cards mixed with a few Hazard cards may be drawn randomly to provide story hooks or to improvise a plot on the spot.

The following rules employ the deck of **Adventure cards** to resolve Hazard episodes during journeys.

Journey Hazards

While Hazard episodes in the original rules of The One Ring target companions based on a die roll and a table (page 35 of the Loremaster's Guide), this new card-based mechanics leave all the details to the drawing of Adventure cards.

For every die result the players have produced with failed Fatigue tests, draw one Adventure card. (Normally, the cards are drawn one at a time, resolving each Hazard episode before proceeding to tackle the next.)

The bottom right corner of each Adventure card contains a set of two icons. The icon on the left is a *Journey* icon; the icon on the right is a *Effect* icon.

Each **Journey icon** is associated with one of the roles that heroes can assume while the company is travelling (among Guide, Scout, Huntsman or Look-out, with the red icon identifying the company as a whole).

Each **Effect icon** identifies the type of danger that the Hazard episode represents, out of eight possible danger sources (Weariness, Misery, Fatigue, Injury, Corruption, Strain, Despair, Wrong Choices).

1. Select the Target

The Journey icon on the card is used to identify which companion (or companions) will have to pass a skill test. See the list below.

Journey Icons

All Companions (all players must roll **Travel**);

Guide (**Travel**);

Scout (**Travel** or **Explore**);

Huntsman (**Travel** or **Hunting**);

Look-out man (**Travel** or **Awareness**).

If no hero assumed the selected role, any companion may spend one point of Hope and be allowed to make the roll (players should remember that there can be only one hero acting as the Guide for the company). If no one volunteers, the test fails automatically. If more than one character has been assigned to the challenged role, then they may all attempt the test - but still only one successful outcome will be necessary to overcome the test.

2. Describe the Hazard

Once the companion (or companions) who is the protagonist of the Hazard episode has been selected, the Loremaster improvises a short narration, using the Adventure card as a source of inspiration.

As always, the aim of the Loremaster is to help the players visualize the scene and set the challenge to be overcome. Each component of a card may be used to improvise, from its illustration, its title and the set of icons it contains.

Let the players tell their story

Loremasters enjoying the company of a group of creative players may just let them personally describe what happened. Instead of setting the

scene and ask for a skill test, the Loremaster may just hand the Adventure card he drew to the player targeted by the Hazard episode, and sit back and enjoy the story as told by the player himself.

All rules are applied normally, and the player must limit his narration to the creation of a self-contained episode, leading to the skill roll and its resolution.

3. Make the Roll

The skill required for a Hazard roll is either **Travel** or the ability normally associated with the travelling role (player's choice). The difficulty of the roll is TN 14. (If the Loremaster prefers to reflect the characteristics of the traversed region, he may refer to the Region table found at page 34 of the Loremaster's Book).

If the challenged player passes the test, then the companion endures the difficulties encountered, and the journey may continue.

If the roll fails, the hero faces the consequences of his failure.

If the hero fails rolling an , then the consequences may be worse.

For the precise consequences of a failed roll, see *4. Consequences of failure.*

4. Consequences of Failure

The Effect icon on the card identifies the type of unfortunate outcome that will now befall the companion who failed the roll. Check the list below.

Effect Icons

Weariness - Temporarily Weary for the length of journey

Misery - Temporarily Miserable for the length of journey

Fatigue - Add Fatigue again, twice on an EYE.

Wound - Lose Endurance equal to Success die result, or suffer a Wound on an EYE.

Corruption - Gain 1 Shadow, or 2 Shadow on an EYE.

Strain - Lose Endurance equal to Success die result

Despair - Lose 1 point of Hope, or 2 Hope on an EYE.

Wrong choices - Raise TN one level for further Fatigue tests

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- Icons key -

Caves

Evil Eye

Runes

Wilds

Woods

Journey Icons

All Companions (all players must roll **Travel**);

Guide (**Travel**);

Scout (**Travel** or **Explore**);

Huntsman (**Travel** or **Hunting**);

Look-out man (**Travel** or **Awareness**).

Effect Icons

Weariness - Temporarily Weary for the length of journey

Misery - Temporarily Miserable for the length of journey

Fatigue - Add Fatigue again, twice on an EYE.

Wound - Lose Endurance equal to Success die result, or suffer a Wound on an EYE.

Corruption - Gain 1 Shadow, or 2 Shadow on an EYE.

Strain - Lose Endurance equal to Success die result

Despair - Lose 1 point of Hope, or 2 Hope on an EYE.

Wrong choices - Raise TN one level for further Fatigue tests

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Player Aid

Setup: **Narrator**: draw 4 Adventure cards, then 2 more (Opening and Epilogue)

Hazard Players : 4p=draw 2 (Narrator draws 1 extra)
3p=draw 3
2p=draw 6

Play: Narrator tells story, plays cards down.

Symbols:

Single club= player to left draws H card
Double club= all HPl players draw card
Eye= auto hazard success, no need to roll .

Hazard Players play H cards when both symbols appear on last 2 cards played.

HP rolls die. Eye (card or die) or Equal and Higher = Success

Success=HP narrates diversion
set both cards aside
Draw cheers token
If Eye= draw 2 choose 1

Fail= nothing happens

Cheers Tokens and Scoring:

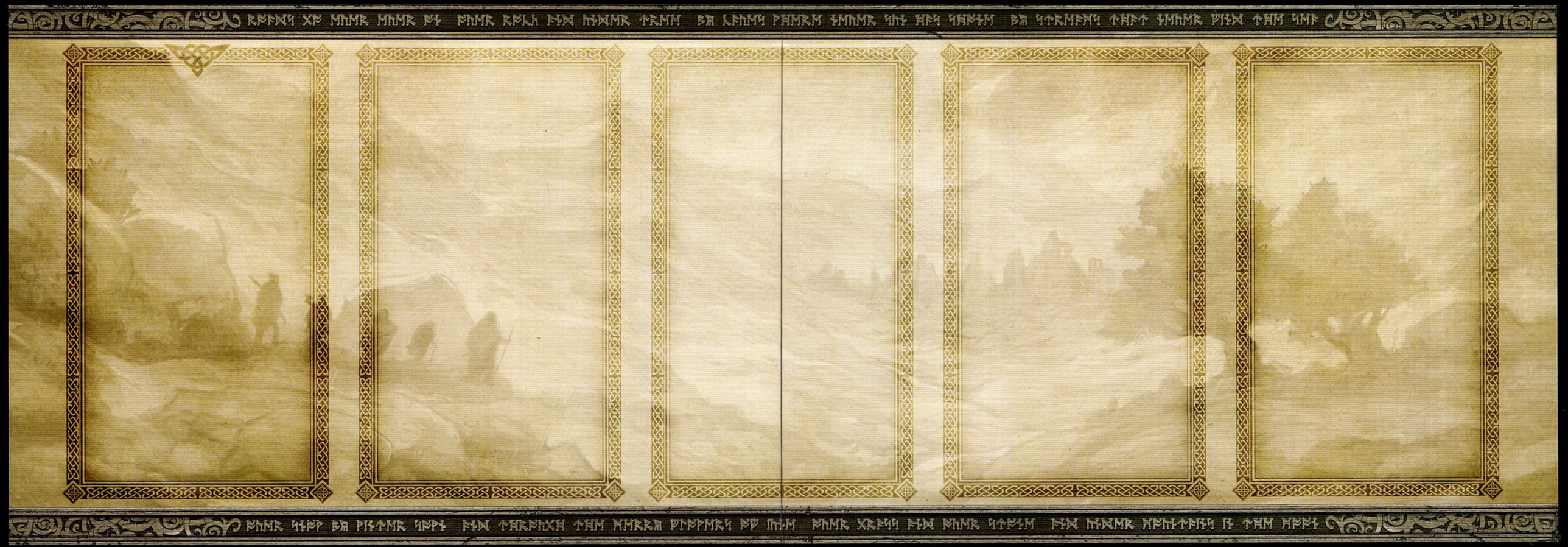
*Any time a CT is scored, decide whether or not to place it above ("buy a round") or below the coaster.

You draw CTs when:

1. You defeat a Hazard with a WotW symbol. =1
2. You complete your story= 1 CT
   + 1 for epilogue if story was complete.
3. You successfully play a Hazard card=1
   You use an EYE die or card = draw 2 CT, choose 1

End Game Scoring:

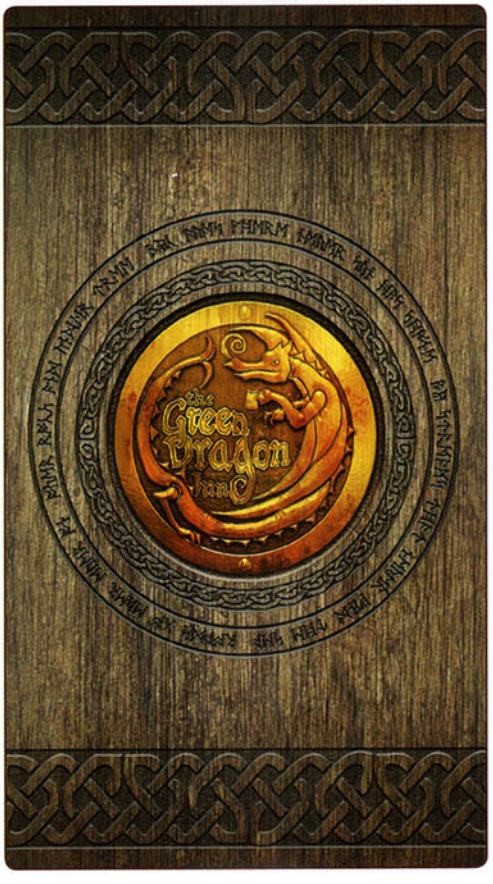
Total of top 4 tokens Under Coaster = Base points
Total of top 3 tokens "Rounds bought" = Highest scores 4 pts
Best story = Best storyteller draws 2 additional tokens



The Green Dragon Inn

The Green Dragon Inn

The Green Dragon Inn

The Green Dragon Inn

The Green Dragon Inn

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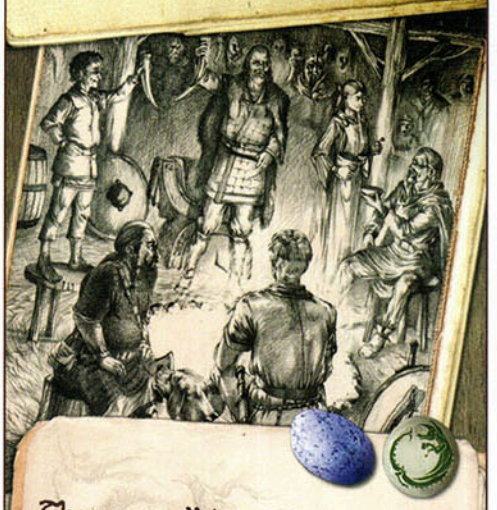
A Short Rest

"We need food, for one thing, and rest in reasonable safety..."

A Thief in the Night

"Well, thief! I smell you and I feel your air. I hear your breath. Come along!"

A Warm Welcome

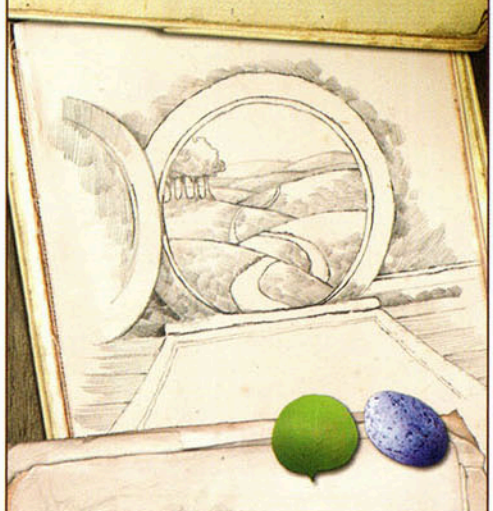


They were all doctored and fed and housed and pampered in the most delightful and satisfactory fashion.

Accursed

"Is there no end to this accursed forest?"

Adventurous



"Then something Tookish woke up inside him..."

Ancient Trees

"...the trees by the shores shone like copper and like blood..."

Ancient Walls of Stone

"... they had an ominous look."

Barrows

They heard of the Great Barrows, and the green mounds, and the stone-rings upon the hills...

Boats

"Boats are quite tricky enough..."

Broken Bridge

There had been a bridge of wood across, but it had rotted and fallen...

Cousin

"We were on a journey to visit our relatives, our nephews and nieces, and first, second, and third cousins..."

Cunning

"You have shown your usual cunning in getting up just in time for a meal."

Curious Conversation

"Suddenly up came Gollum and whispered and hissed..."

Dangerous Mountain Pass

There were many paths that led up into those mountains, and many passes over them.

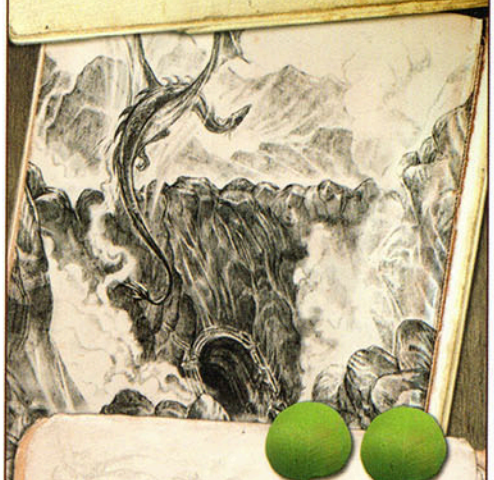
Dark Cave

...out of it too there came a steam and a dark smoke.

Deep Dungeons

Far over the misty mountains cold - To dungeons deep and caverns old - We must away ere break of day -To seek the pale enchanted gold.

Deep Lair



Smaug had left his lair in silent stealth, quietly soared into the air, and then floated heavy and slow in the dark like a monstrous crow...

Dreadfully Hungry

"By that time they felt like breakfast, and being very hungry they did not turn their noses up at what they had got from the trolls' larder."

Dreams

"...there was a great feast going on, going on for ever."

Dreary Hills

...hills, rising higher and higher, dark with trees.

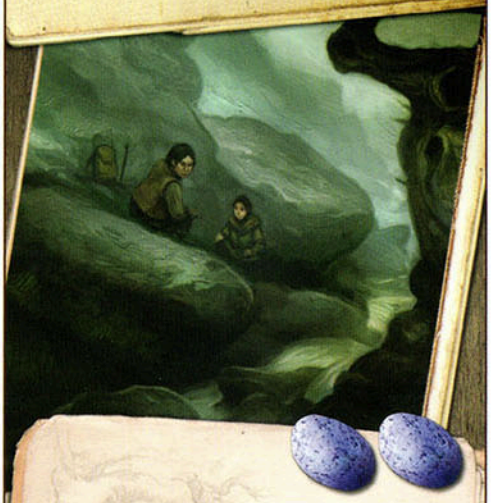
Dwarven Gold

We must away ere break of day – To seek the pale enchanted gold.

Eagles

A mighty eagle swept down and bore him away.

Encamped



In the Lone-lands they had to camp when they could...

Enchanted

"...the hobbit crept through the enchanted door and stole into the Mountain."

Evil Land

...there were many other things in it in those days besides goblins...

Family Heirloom

"His magic ring he kept a great secret, for he chiefly used it when unpleasant callers came."

Foresighted

"His foresight failed him."

Forest Stream

"They had crossed the enchanted stream."

Forgotten Path

"...most of the paths were cheats and deceptions..."

Forsaken Inn

"I don't know if the Road has ever been measured in miles beyond the Forsaken Inn."

Guarded Hoard

...though his hoard was rich, he was ever eager for more...

Impassable Marshes

The marshes and bogs had spread wider and wider on either side.

High Moors

"Through moor and waste we ride in haste."

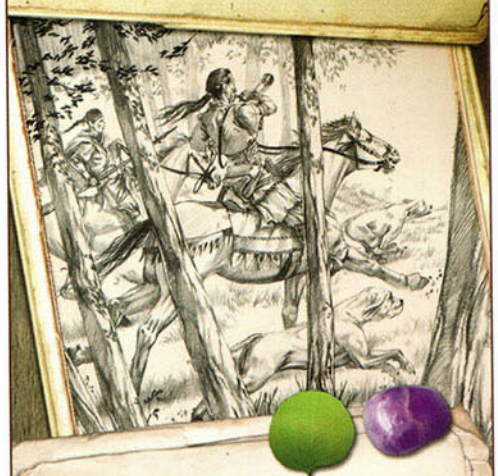
Hope

Their clothes were mended as well as their bruises, their tempers and their hopes.

House

"All night he dreamed of his own house..."

Hunt



...it seemed they could hear the noise of a great hunt going by to the north of the path...

Key

He held out a largish key, though no doubt William had thought it very small and secret.

Lost Reputation

"...he was no longer quite respectable. He was in fact held by all the hobbits of the neighbourhood to be 'queer'."

Lucky

"I am the clue-finder, the web-cutter, the stinging fly. I was chosen for the lucky number."

Many Meetings

The hall of Elrond's house was filled with folk.

Nasty Weather

Great floods and rains had swollen the waters that flowed east...

Nightfall

"Faithless is he that says farewell when the road darkens."

Not at Home

...nothing moved. There was not a gleam of light...

Old Castles

"...they could see... the grey ruins of ancient houses, towers, and walls."

Old Forest

"...the trees do not like strangers. They watch you."

Old Map

He looked at maps, and wondered what lay beyond their edges...

Old Sword

..."among them were several swords of various makes, shapes, and sizes."

Out of the Frying-pan...

"Escaping goblins to be caught by wolves!"

Pipe

(They) ... got out their pipes and blew smoke rings, which Gandalf turned into different colours.

Prison

There in the king's dungeon poor Thorin lay...

Raging River

"I don't know what river it was, a rushing red one, swollen with the rains of the last few days..."

Rescue

"...the fellow who used to tell such wonderful tales at parties, about dragons and goblins and giants and the rescue of princesses..?"

Riddles in the Dark

"It like riddles, praps it does, does it?"

Rising Fog

...the fog still rose like steam or wisps of white smoke.

Road

Beside it ran a stone-paved road, wide enough for many men abreast.

Runes

"Elrond knew all about runes of every kind."

Secret Door

...before him stood a stony door closed fast: his finger-bones were still clawing at the cracks.

Sleep

...as the lights went out he fell like a stone enchanted.

Songs and Tales

"Truly songs and tales fall utterly short of the reality, O Smaug the Chiefest and Greatest of Calamities..."

Spies

"...these dark birds, they look like spies of evil."

Stairs

(he) ...caught a glimpse of great passages and of the dim beginnings of wide stairs going up into the gloom.

Stolen

...he was always afraid of it being stolen.

Stony Ford

He was guided to a safe ford and set across dry...

Strange Fate

They wondered what evil fate had befallen him, magic or dark monsters...

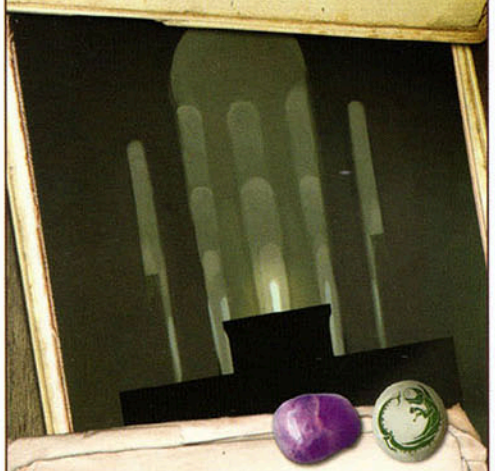
Strange Town

Not far from the mouth of the Forest River was the strange town he heard the elves speak of...

Talk with Animals

...it was only an old thrush. Unafraid it perched by his ear and it brought him news.

Tomb

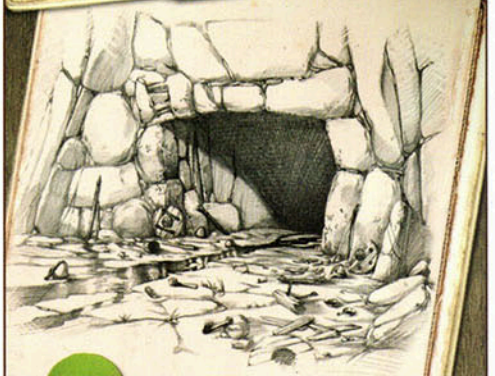


The shadow lies upon his tomb - In Moria, in Khazad-dûm.

Travelling Dwarf

"Thorin, an enormously important dwarf, in fact no other than the great Thorin Oakenshield himself..."

Tunnel



(Goblins) ...can tunnel and mine as well as any but the most skilled dwarves...

Unexpected Guests

"Who are you and what do you want?" he asked gruffly, standing in front of them...

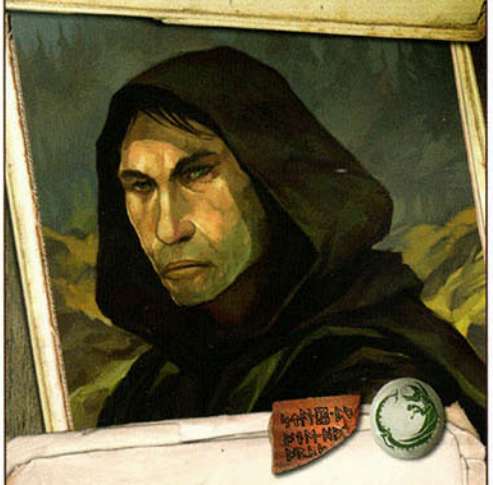
Wandering Company

"The Wandering Companies shall know of your journey..."

Wandering Conjuror

"Gandalf! If you had heard only a quarter of what I have heard about him..."

Weather-beaten Traveller



"He is one of the wandering folk – Rangers we call them."

Wild Folk

...the Hobbits still said of wild folk and wicked things (such as trolls) that they had not heard of the king.

Wisdom

"Your own wisdom must decide your course..."

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Angry Spider

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Barrow-wight

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Bear

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Birds of Ill-omen

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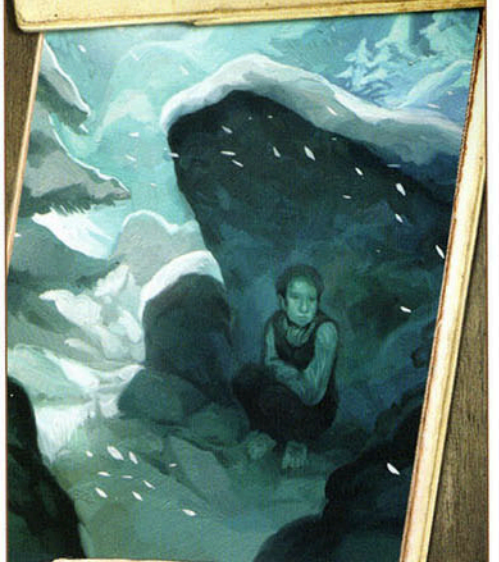
Bitter Cold



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Brigands

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Captured by Orcs

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Cave-troll

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Evil Tree

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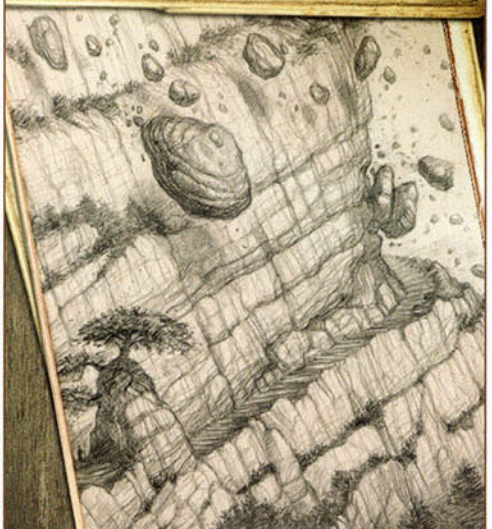
Fall into Blackness

5

Fall of Stones



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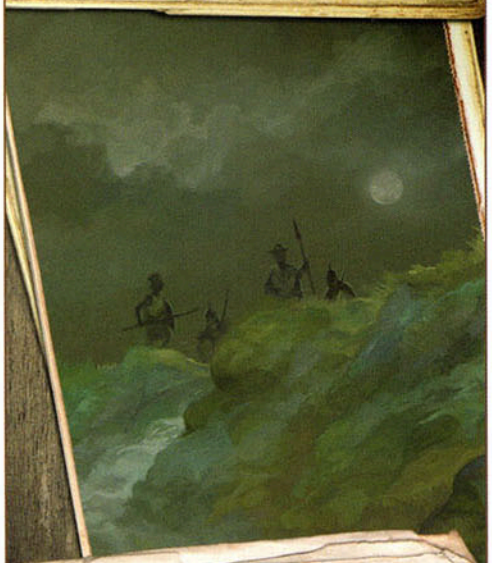
Foul Thing

6

Ghost

6

Goblin Patrol



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Goblin Trap

6

Goblin with Huge Head

6

Great Grey Wolf

6

Great Orc

5

Highway-robbers

6

Horseman in the Night

5

Laughing Giant

6

Lost!

6

Murderous Rogues

6

Nameless Horror

6

Nasty Spider-webs

6

Old Fat Spider

7

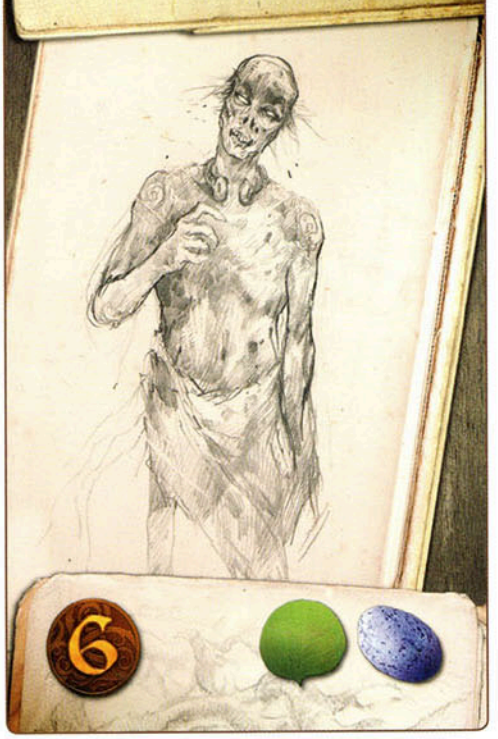
Orc Chieftain

6

Pursued by Goblins

5

Restless Dead



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Slimy Creature

7

Sorcery

5

Spider Colony

6

Stone-trolls

6

Thunderstorm

7

Two-headed Troll

5

Vampire Bats

6

Warg-riders

6

Werewolf

5

Wild Fire

6

Wild Wolves

7

the Green Dragon Inn

Hobbit Tales™ from the Green Dragon™ Inn

'Queer things you do hear these days, to be sure,' said Sam. 'Ah,' said Ted, 'you do, if you listen. But I can hear fireside-tales and children's stories at home, if I want to.' 'No doubt you can,' retorted Sam, 'and I daresay there's more truth in some of them than you reckon. Who invented the stories anyway?'

The Lord of the Rings, J.R.R. Tolkien

In the *Hobbit Tales* storytelling card game, players compete to tell the most fantastic story. A narrator uses beautifully illustrated large-format cards to form the basis of the tale, with the other players interrupting with monster and hazard cards to disrupt the storyteller and forcing them to think on their feet. Drinks are served, smoke-rings are blown, and the best storyteller is cheered by everyone present.

Hobbit Tales is a game for 2 to 5 Hobbits, designed by award-winning designers Marco Maggi and Francesco Nepitello, creators of the *War of the Ring* strategy game and *The One Ring* role-playing game.

This game contains a set of rules, 1 board, 75 Adventure cards, 40 Hazard cards, 5 coasters, a set of cardboard tokens and a twelve-sided *The One Ring* Feat die.

Includes rules to use *Hobbit Tales* in conjunction with the *The One Ring*, role-playing game set in Tolkien's Middle-earth.

CE

Warning! Not suitable for children under 36 months.
Contains small parts - Choking hazard.

13+ | 20-60 mins | 2-5

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